m i n - e - r

p r e s s u n p r e s s

i n t r o d u c t i o n

Minimal Easy Rolling[1] is a tabletop role-playing game for collaboration and minimal arithmetic. Paper, a pencil and one six-sided die is required per player. One player is designated as the "Instigator" and creates the fictional conflicts that the other player characters must overcome.

t r a i t	n a m e	s k i l l s
MGT	Might	Strength, Endurance, Muscle
EXP	Experience	Knowledge, Wisdom, Intelligence
RFX	Reflex	Speed, Agility, Dexterity

c h a r a c t e r c r e a t i o n

Players give their character a name and draw six boxes labeled 1-6. Lower-numbered boxes are for traits and items that a character would use first in a conflict. Within three of these boxes write[2] in "Might," "Experience," and "Reflex."

1	2	3	4	5	6

a c t i o n s

Players declare what they want their characters to do. Non-trivial actions require a six-sided die roll. Player declares their non-trivial action and tells the instigator how it relates to one of their character traits/items in their character's boxes. If the number that they roll is the same as the box number of the trait or item then the action is a success. Upon failure, that player must cross out one box. If a character succeeds on an action they can regain one crossed-out box or write something new. A character without any boxes left is considered permanently incapacitated.

c o l l a b o r a t i o n

After one player has declared an action relating to a box number, another player[3] can declare an action relating to a box with a different number. This pattern can continue until six dice in total are to be rolled. If there are one or more successful rolls, the entire party succeeds.

n o t i c e

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[1] *stylized:* min-e-r

[2] Might, Experience & Reflex can be replaced by any other character traits

[3] Or the same player